1. Study Sixth edition Chapter 6, Section 6.3.

2. Translate the following C program to Pep/10 assembly language.

```
#include <stdio.h>

int main() {
    int numItms, j, data, sum;
    scanf("%d", &numItms);
    sum = 0;
    for (j = 1; j <= numItms; j++) {
        scanf("%d", &data);
        sum += data;
    }
    printf("Sum: %d\n", sum);
    return 0;
}
```

Sample Input

```
4 8 -3 7 6
```

Sample Output

```
Sum: 18
```

Your assembly language program must contain (1) a documentation section with your name, date, and assignment number at the top of the program, and (2) trace tags for all the variables.

Name your file *xx*`prob0615.pep` (all lowercase) where *xx* is your assigned two-digit number. For example, if your two-digit number is 99 you would name it `99prob0615.pep`. Note that the app will automatically append the file extension `.pep`.

Hand in your file as an attachment in Canvas under Assignment 15.